

A functionality prototype for the TwoA asset

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Title

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Authors

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Abstract

Developed within the RAGE project funded by EU within Horizon2020 program. This software demonstrates the TwoA's concepts of adaptation and assessment with a fully implemented turn-based tile matching game.

Screen shots

none

Version & change log

| Version | Date | URI |
|---------|-------------|---|
| 1.0 | 08-Sep-2015 | https://github.com/E-Nyamsuren/rage-wp3-t3.4-hat |

Source code

<https://github.com/E-Nyamsuren/rage-wp3-t3.4-hat>

Source code license

Apache License, Version 2.0

Installing the project

Download, unzip and run the executable. Requires Windows 7+ platforms.

Dependencies

none

References

Nyamsuren, E., van der Vegt, W., & Westera, W. (2017). Automated Adaptation and Assessment in Serious Games: a Portable Tool for Supporting Learning. In Proceedings of the Fifteenth International Conference on Advances in Computer Games 2017 (ACG2017).